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1 A video-based rendering acceleration algorithm for interactive   87%
walkthroughs
Andrew Wilson , Ming C. Lin , Boon-Lock Yeo , Minerva Yeung ,
Dinesh Manocha
Proceedings of the eighth ACM international conference on Multimedia
October 2000

We present a new approach for faster rendering of
large synthetic environments using video-based
representations. We decompose the large
environment into cells and pre-compute *video based
impostors* using MPEG compression to represent sets
of objects that are far from each cell. At runtime, we
decode the MPEG streams and use rendering
algorithms that provide nearly constant-time random
access to any frame. The resulting system has been
implemented and used for an interactive
walkthrough ...

2 QuickTime VR: an image-based approach to virtual environment 87%
navigation
Shenchang Eric Chen
Proceedings of the 22nd annual conference on Computer graphics and
interactive techniques September 1995

3 Computing curricula 2001   85%
Journal of Educational Resources in Computing (JERIC) September
2001

4 Survey of personal interactive multimedia technologies   84%
Chingshun Cheng , C. Jinshong Hwang
Proceedings of the 19th annual conference on Computer Science April
1999

5 Multiple viewpoint rendering   83%
Michael Halle
Proceedings of the 25th annual conference on Computer graphics and
interactive techniques July 1998

6 Managing the storage and battery resources in an image capture 82%
device (digital camera) using dynamic transcoding
Surendar Chandra , Carla Schlatter Ellis , Amin Vahdat
Proceedings of the third ACM international workshop on Wireless
mobile multimedia August 2000
    Advances in hardware imaging technology and user demand for
    convenient mobile electronic image capture are fueling the
    development of inexpensive image capture devices that can
    acquire images rivaling the image quality of photographic film.
    Improvements in the hardware imaging technology have to be
    matched with intelligent image storage mechanisms that are
    aware of local storage and battery constraints. In this paper, we
    explore using a dynamic, informed image transcoding technique
    to manag ...

7 Deep shadow maps   82%
Tom Lokovic , Eric Veach
Proceedings of the 27th annual conference on Computer graphics and
interactive techniques July 2000
    We introduce deep shadow maps, a technique that produces fast,
    high-quality shadows for primitives such as hair, fur, and smoke.
    Unlike traditional shadow maps, which store a single depth at
    each pixel, deep shadow maps store a representation of the

fractional visibility through a pixel at all possible depths. Deep shadow maps have several advantages. First, they are prefiltered, which allows faster shadow lookups and much smaller memory footprints than regular shadow maps ...

8 Crowd modelling in collaborative virtual environments   82%
Soraia R. Musse , Christian Babski , Tolga Capin , Daniel Thalmann
Proceedings of the ACM symposium on Virtual reality software and technology 1998 November 1998

9 Hierarchical view-dependent structures for interactive scene   82%
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Normand Brière , Pierre Poulin
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

10 CMIFed: a transportable hypermedia authoring system   82%
Lynda Hardman , Guido van Rossum , Jack Jansen , Sjoerd Mullender
Proceedings of the second ACM international conference on Multimedia October 1994

11 Light field mapping: efficient representation and hardware   82%
rendering of surface light fields
Wei-Chao Chen , Jean-Yves Bouguet , Michael H. Chu , Radek Grzeszczuk
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3
A light field parameterized on the surface offers a natural and intuitive description of the view-dependent appearance of scenes with complex reflectance properties. To enable the use of surface light fields in real-time rendering we develop a compact representation suitable for an accelerated graphics pipeline. We propose to approximate the light field data by partitioning it over elementary surface primitives and factorizing each part into a small set of lower-dimensional functions. We show th ...

12 Plenoptic stitching: a scalable method for reconstructing 3D   82%
interactive walk throughs
Daniel G. Aliaga , Ingrid Carlbom
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

Interactive walkthrough applications require detailed 3D models to give users a sense of immersion in an environment. Traditionally these models are built using computer-aided design tools to define geometry and material properties. But creating detailed models is time-consuming and it is also difficult to reproduce all geometric and photometric subtleties of real-world scenes. Computer vision attempts to alleviate this problem by extracting geometry and photogrammetry from images of the real ...

13 Streaming QSplat: a viewer for networked visualization of large, 82% dense models
Szymon Rusinkiewicz , Marc Levoy
Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

14 Systems & applications I: Eye gaze correction for   80% videoconferencing
Jason Jerald , Mike Daily
Proceedings of the symposium on ETRA 2002: eye tracking research & applications symposium March 2002
    This paper describes a 2D videoconferencing system with eye gaze correction. Tracking the eyes and warping the eyes appropriately each frame appears to create natural eye contact between users. The geometry of the eyes as well as the displacement of the camera with the remote user's image determines the warp. We implement this system within software, not requiring any specialized hardware.

15 Sort-last parallel rendering: Parallel rendering with k-way   80% replication
Rudrajit Samanta , Thomas Funkhouser , Kai Li
Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics October 2001
    With the recent advances in commodity graphics hardware performance, PC clusters have become an attractive alternative to traditional high-end graphics workstations. The main challenge is to develop parallel rendering algorithms that work well within the memory constraints and communication limitations of a

networked cluster. Previous systems have required the entire 3D scene to be replicated in memory on every PC. While this approach can take advantage of view-dependent load balancing algorithm ...

16 Exploiting Video: Spatially-encoded far-field representations for   80%
interactive walkthroughs
Andrew Wilson , Ketan Mayer-Patel , Dinesh Manocha
Proceedings of the ninth ACM international conference on Multimedia
October 2001

> We introduce the notion of spatially encoded video and use it for efficiently representing image-based impostors for interactive walkthroughs. As part of a pre-process, we automatically decompose the model and compute the far-fields. The resulting texture images are organized along multiple dimensions and can be accessed in a user-steered order at interactive rates. Our encoding algorithm can compress the impostors size by two orders of magnitude. Furthermore, the storage cost for additional imp ...

17 Perception-guided global illumination solution for animation   80%
rendering
Karol Myszkowski , Takehiro Tawara , Hiroyuki Akamine , Hans-Peter Seidel
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

> We present a method for efficient global illumination computation in dynamic environments by taking advantage of temporal coherence of lighting distribution. The method is embedded in the framework of stochastic photon tracing and density estimation techniques. A locally operating energy-based error metric is used to prevent photon processing in the temporal domain for the scene regions in which lighting distribution changes rapidly. A perception-based error metric suitable for animation is u ...

18 Relief texture mapping   80%
Manuel M. Oliveira , Gary Bishop , David McAllister
Proceedings of the 27th annual conference on Computer graphics and

interactive techniques July 2000

> We present an extension to texture mapping that supports the
> representation of 3-D surface details and view motion parallax.
> The results are correct for viewpoints that are static or moving,
> far away or nearby. Our approach is very simple: a relief texture
> (texture extended with an orthogonal displacement per texel) is
> mapped onto a polygon using a two-step process: First, it is
> converted into an ordinary texture using a surprisingly simple 1-D
> forward transform. The result ...

19 QSplat: a multiresolution point rendering system for large   80%
meshes

Szymon Rusinkiewicz , Marc Levoy

Proceedings of the 27th annual conference on Computer graphics and
interactive techniques July 2000

> Advances in 3D scanning technologies have enabled the practical
> creation of meshes with hundreds of millions of polygons.
> Traditional algorithms for display, simplification, and progressive
> transmission of meshes are impractical for data sets of this size.
> We describe a system for representing and progressively
> displaying these meshes that combines a multiresolution
> hierarchy based on bounding spheres with a rendering system
> based on points. A single data structure is used for view frustum
> ...

20 A representation for composition of virtual indoor environment   80%
Hongju Li , Enhua Wu

Proceedings of the ACM symposium on Virtual reality software and
technology 1998 November 1998